https://replit.com/@mhemanth2357/PSUP-GAME-DEV

CODE :

#include <iostream>

#include <cstdlib>

#include <ctime>

#include <string>

#include <locale>

using namespace std;

int main() {

srand(time(NULL));

string choices[] = {"rock", "paper", "scissors"};

while (true) {

cout << "Enter your choice (rock, paper, or scissors): ";

string user;

getline(cin, user);

for (char &c : user) {

c = tolower(c);

}

if (user != "rock" && user != "paper" && user != "scissors") {

cout << "Invalid input. Please enter rock, paper, or scissors." << endl;

continue;

}

int computerArr = rand() % 3;

string computer = choices[computerArr];

cout << "Computer's choice: " << computer << endl;

if (user == computer) {

cout << "It's a tie!" << endl;

} else if ((user == "rock" && computer == "scissors") ||

(user == "paper" && computer == "rock") ||

(user == "scissors" && computer == "paper")) {

cout << "You win!" << endl;

} else {

cout << "Computer wins!" << endl;

}

cout << "Do you want to play again? (yes/no): ";

string again;

getline(cin, again);

for (char &c : again) {

c = tolower(c);

}

if (again != "yes") {

break;

}

}

return 0;

}